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* Please note in advance that we can't answer questions regarding checks.

* In the case of RPGs, we will only answer questions until two weeks after the game has been released.

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**Pleasure doin' business with ya!
Thanks a bundle for buyin' Tengai
Makyou Zero!**



◀ Akamaru

⚠ WARNING!

Playing while tired or playing continuously for long periods of time isn't good for your health, so please make sure you don't. In rare cases, exposure to strong or flickering lights on television screens may induce seizures or fainting. If anyone experiences symptoms like these, turn off the game and consult a physician.

You should also stop playing if your hands or arms feel weak or sore. If the pain continues even after you have stopped playing, consult a physician. These symptoms may worsen over a long period of time. Pay attention to any troubles you might have with your hands. If you have an existing medical condition, playing games might exacerbate the problem. You should consult with a physician in this case, before you begin playing the game.

WELCOME TO JIPANG!

This game is set in a country called Jipang (with Japan as its motif). It's an action-packed adventure in which the hero and his companions stand up against the fearsome army of Hell, which has overtaken Jipang.

It incorporates the groundbreaking Personalized Live Game System, too! A clock is contained within the cartridge that allows time to continue to pass, just like it does in the real world. There are plenty of events that make use of the PLGS, so play through it all, and leave not a stone unturned!



TABLE OF CONTENTS



Prologue to Jipang	04
Who's Who in Jipang (Character Introductions).....	06
Taking Control	12
Jipang's Entry Procedures (Starting the game).....	16
Pushing Onward (Proceeding with the game).....	20
Getting Situated (Using the system commands).....	28
Shopping Guide	42
Jipang's Travel Guide (Special items and events).....	44
Appreciating the PLGS	46
Akamaru's Guide to Enjoyin' Jipang, Yessir!	52
Ye Mighty Gods Who Built These Lands (Staff Introductions).....	54

The war between the Fire Clan and Hell's army has just begun...

This tale is set in ancient Jipang. The land is divided into six regions: the Fire Bear Nation, the Peacock Nation, the Crane Nation, the Turtle Nation, the Canine Nation, and the Dragon Kingdom.

Each region is guarded by a divine beast (the fire bear, the peacock, the crane, the turtle, the canine god, and the royal dragon). The king of the Dragon Kingdom has kept Jipang together throughout the ages.

Our story begins at the Gates of Hell, found in the Dragon Kingdom. It is the place where Ninigi, the ruler of Hell, had been sealed away for six hundred years... That is, until Ninigi's temptations bewitched the elder prince, and led him to open the gates.

The troops that emerged from Hell laid siege to the various nations of Jipang, so that they could claim their rule over it... But at around that same time, a warrior who inherited the blood of the Fire Clan has received the messenger of the Eternal Flame, just as it happened six hundred years ago.

The hero is a twelve year-old boy named Higan.

On his journey, he will meet Subaru, the fairy of the Fire Clan, and Tenjin, a Hero of Fire who fought in the battles that took place six hundred years ago. There are many others he will meet in his fight against the hellspawn, to bring peace back to Jipang!

PEACOCK

(The guardian of health) This divine beast watches over the Peacock Nation.

THE DIVINE BEASTS THAT PROTECT JIPANG:

CANINE GOD

(The guardian of friendship) This divine beast watches over the Canine Nation.

FIRE BEAR

(The guardian of justice) This divine beast watches over the Fire Bear Nation.

CRANE

(The guardian of purity) This divine beast watches over the Crane Nation.

TURTLE

(The guardian of love) This divine beast watches over the Turtle Nation.

DRAGON

(The leader of Jipang's six divine beasts) This divine beast watches over the Dragon Kingdom.

HIGAN ("Fire Eyes")

The swordsman who inherited the will of the Eternal Flame

Height: 4'9" Age: 12

Higan is the hero of the game and is a descendant of the Fire Clan.

The clan descended from the heavenly land of Takamagahara six hundred years ago during the war to defeat Ninigi, the ruler of Hell.

After receiving a divine revelation from the Eternal Flame, he set out to defeat Hell's army.

IMPERIAL REGALIA (SWORD)

Higan easily wields a sword as tall as his own height, displaying a wide variety of skills as he swings it about.

Secret Skills

NAME	COST	EFFECT
BLAZING CUTTER	FREE	Strikes the enemy with a 2-hit combo
THUNDER CUTTER	FREE	Saves up power to hit one enemy hard
BOOMING CUTTER	25% HP	Sacrifices health to hit all enemies hard
SENNIN CUTTER	10% HP	Calls the Sword Hermit to hit all enemies
BASARA CUTTER	50% HP	Calls Basara, the god of war, to hit all enemies
?	?	?

SUBARU ("Pleiades")

The fairy with an orb that can unite the souls of men

Height: 2'9" Age: 0

Subaru is a fire fairy, which are born every twenty years. Since she has just been born, everything she sees seems rare and extremely interesting.

She has a pure heart, and says whatever she is feeling at the time.

She's so innocent that she can't tell the difference between friends and foes, so she speaks to everyone as if they were the same.

IMPERIAL REGALIA (ORB)

In battle, Subaru can summon powerful beasts to attack. Not only do they have great offensive power, but they can also hit all targets, so they should prove to be quite valuable.



Secret Skills

NAME	COST	EFFECT
BLAZING ELEPHANT	40 TECH	Summons the Blazing Elephant to attack all enemies
ELECTRIC CATFISH	60 TECH	Summons the Electric Catfish to attack all enemies
WIND FALCON	70 TECH	Summons the Wind Falcon to attack all enemies
STEEL LION	90 TECH	Summons the Steel Lion to attack all enemies
ICY WORLD SPIDER	120 TECH	Summons the Icy World Spider to attack all enemies
?	?	?

TENJIN ("Sky God")

The knight with the mirror that has love in its reflection

Height: 5'10" Age: N/A

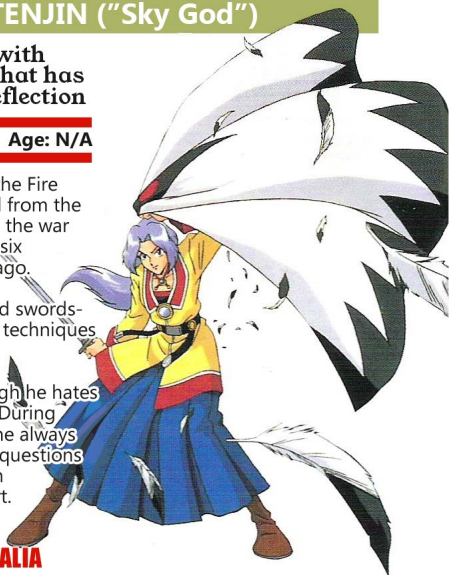
This warrior of the Fire Clan descended from the Heavens during the war that took place six hundred years ago.

Tenjin is a skilled swordsman with many techniques at his disposal.

He acts as though he hates human beings. During conversations, he always asks a series of questions to see what is in someone's heart.

IMPERIAL REGALIA (MIRROR)

Tenjin's clan told him during the battle six hundred years ago that the use of his mirror would bring about the end of the war. He has managed to stay alive since then.



Secret Skills

NAME	COST	EFFECT
MOUTH MIRROR	40 TECH	Absorbs an ally's technique
BODY MIRROR	25% HP	Splits one enemy into two weaker enemies
DARK MIRROR	45 TECH	Nullifies one technique attack
DREAM MIRROR	55 TECH	Reflects one technique attack
LUNAR MIRROR	30% HP	Turns tech atk. damage received into tech restoration
?	?	?

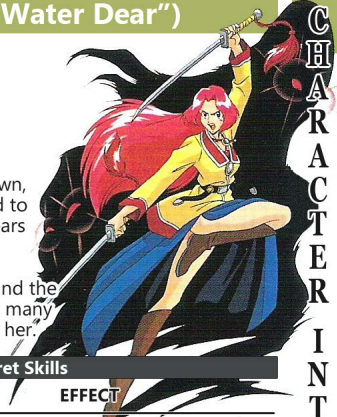
MIZUKI ("Water Dear")

The swordswoman shrouded in mystery

Height: 5'10" Age: N/A

Mizuki is one of the hellspawn, but it seems she lent a hand to the Fire Clan six hundred years ago...

Why she has joined Higan and the others is entirely unclear, as many mysteries still remain about her.



Secret Skills

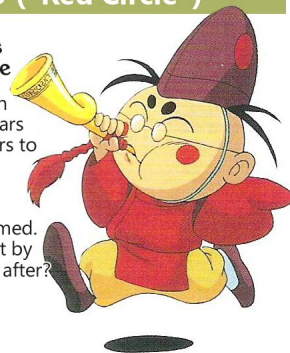
NAME	COST	EFFECT
BLAZING FLIP	FREE	Saves up power for a critical hit
ECHOING FLIP	10% HP	Deals double the damage taken from an enemy
HELLBOUND FLIP	20% HP	Sends one enemy to hell in a single strike
SWALLOW FLIP	FREE	Deals half the damage taken back to all enemies
TABLE FLIP	50% HP	Deals heavy damage to all enemies
?	?	?

AKAMARU ("Red Circle")

The man who seems to pop up everywhere

This mysterious man has an odd accent. He often appears before Higan and the others to offer (...helpful?) advice.

He's an affable man who always keeps himself informed. He seems to be a merchant by trade, but what is he really after?



HISUI ("Jade")

The beautiful fairy

Hisui, another fire fairy who serves the Fire Clan, is Subaru's older sister. She wields a mysterious gift; she is able to bring the villagers' rusted tools back to their former gleam.

At 20 years old, she is approaching the end of a fairy's lifespan. She will be reborn as Subaru in Yumedono, the Palace of Dreams.



Secret Skills

NAME	COST	EFFECT
Farewell	20 TECH	Guarantees a successful escape from the enemy

GENKOTSU & BINTA

These are Higan's friends who live in Fireshadow Village. They're always tagging along with Higan, but they are cowards who end up bailing on him when the going gets tough.



Secret Skills (Genkotsu)

NAME	COST	EFFECT
Massive Fist	20% HP	A massive fist drops from the air to hit an enemy

Higan's friends in Fireshadow Village



Secret Skills (Binta)

NAME	COST	EFFECT
Double Slap	20% HP	Sacrifice health to do a combo on an enemy

Hell's army has begun its assault on Jipang!

Hell's army operates under the command of Ninigi, the ruler of Hell.

There are five commanding officers, with Zettai Reido in charge of the first squadron. There's also the raging ogre known as Doki, as well as Sara, Juri, and Kingin.

Each of them rules over a region of Jipang, and has sealed away one of the divine beasts. They've used an array of tricks to thwart the efforts of Higan and his crew.





MOVING ABOUT

The following controls are used in towns, dungeons, and on the field screens:



- 1.) THE CONTROL PAD**
Select commands / Move Higan
- 2.) THE SELECT BUTTON**
Open the world map (On the world map, you can see your position in the nation where you're currently located.)
- 3.) THE START BUTTON**
Not used
- 4.) THE B BUTTON**
Cancel commands / Hold to run
- 5.) THE A BUTTON**
Confirm commands / Search / Open chests / Enter vehicles
- 6.) THE Y BUTTON**
Has the same function as the A Button
- 7.) THE X BUTTON**
Open the system window
- 8.) THE L BUTTON**
Has the same function as the A Button on the map / When "Soar" or a flight stone have been used, moves to the previous nation's map
- 9.) THE R BUTTON**
Has the same function as the A Button on the map / When "Soar" or a flight stone have been used, moves to the next nation's map

SYSTEM SCREEN

These are the controls used after opening the system screen with the X Button.



- 1.) THE CONTROL PAD**
Select commands
- 2.) THE SELECT BUTTON / 3.) THE START BUTTON**
Not used
- 4.) THE B BUTTON**
Cancel commands
- 5.) THE A BUTTON**
Confirm commands
- 6.) THE Y BUTTON**
Moves the cursor to the next page of the inventory screen
- 7.) THE X BUTTON**
Moves the cursor to the previous page of the inventory screen
- 8.) THE L BUTTON**
Moves the cursor one bookmark higher on the inventory screen / Changes the character on the scrolls, equipment, or status screens
- 9.) THE R BUTTON**
Moves the cursor one bookmark lower on the inventory screen / Changes the character on the scrolls, equipment, or status screens (in the opposite order of the L Button)

* Pressing the Start Button while in a renaming screen will allow you to exit.

BATTLE SCREEN

These are the controls used in fields and dungeons, when fighting enemies.



1.) THE CONTROL PAD

Select commands (Each direction on the pad designates a specific command. From the starting position, up is attack, down is scrolls, left is secret skills, right is items.) / When selecting scrolls, items, or secret skills, the Control Pad also moves the cursor / The Control Pad is also used to indicate the enemy or ally to target

2.) THE SELECT BUTTON / 3.) THE START BUTTON

Not used

4.) THE B BUTTON

Cancel commands

5.) THE A BUTTON

Confirm commands

6.) THE Y BUTTON

Moves the cursor to the next page when selecting items or scrolls

7.) THE X BUTTON

Moves the cursor to the previous page when selecting items or scrolls

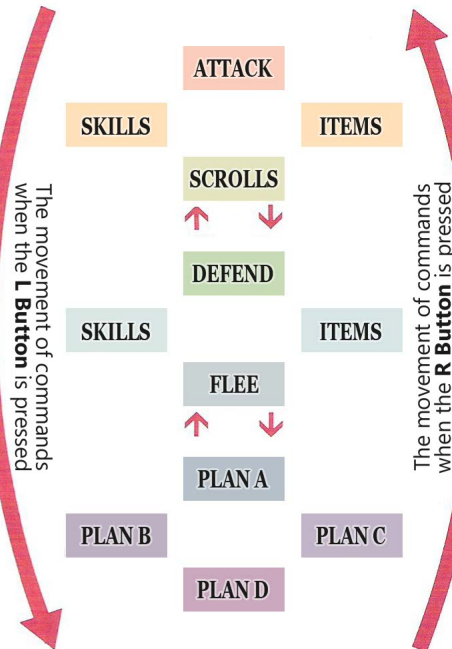
8.) THE L BUTTON

Moves to the previous screen in the command menu / When selecting an item, moves up one bookmark

9.) THE R BUTTON

Moves to the next screen in the command menu / When selecting an item, moves down one bookmark

L, R, AND B BUTTON COMMANDS



THE CONTROL SYSTEM

HOW TO SELECT COMMANDS

- 1.) Use the Control Pad in the direction of the command you wish to choose
- 2.) Press the A Button to confirm it.
- 3.) Press the B Button to cancel it.
- 4.) Use the L, R, or B Buttons to change the available commands (as seen in the above chart)
- 5.) When selecting scrolls, items, or secret skills, use the Control Pad to move the cursor, and the A Button to confirm it



WHEN FIRST STARTING THE GAME

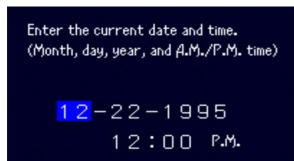
After you insert the cartridge and turn on the power, you'll see the Hudson logo. After that, the demo will play. You can press any button to go to the title screen.

At the title screen, press any button to go to the time setting screen, and after that, you will be shown the birthday setting. Make sure to input the time and birthday properly. Once a birthday has been set, the game will begin.



If you stay on the title screen without pressing any buttons, the introductory demo will be shown again.

SETTING THE TIME



The Time Setting Screen

Use the Control Pad to change month, day and year. At this time, you can use the L and R Buttons to move in units of 10.

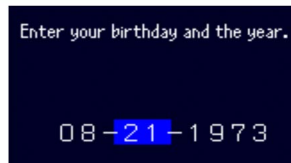
Once the month, day and year have been set, press the A Button to move on to the next time setting. There as well, you will need to use the Control Pad to change the time.

Once it's set, confirm it with the A Button.

If you made a mistake when entering the time, select "delete all" at the file select screen. By deleting all of the backup files, you will be able to return to the time setting screen.

There is no other way to reconfirm the time, so make sure you're not mistaken.

BIRTHDAY SETTING

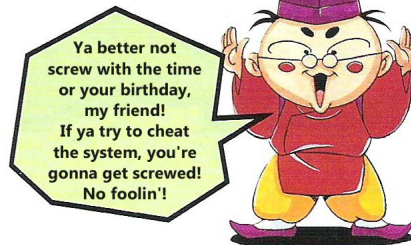
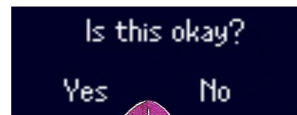


The Birthday Setting Screen

Once the time has been set, the birthday setting screen will be shown. Use the Control Pad to move left and right between the month, day and year, and press up and down to change the indicated number. At this time, you can use the L and R Buttons to move in units of ten. Once it's been set, use the A Button to confirm.

A message will appear that asks: "Is this okay? Yes/No." If it's okay, then select yes, and press the A Button.

Once the birthday has been set, the game will proceed to the prologue.



CONTINUING THE GAME

When you turn on the game on a special day (like your birthday), you will see a special message (like, "**Happy birthday!**") Next, the Hudson logo will appear, and then the title screen.

(On a day without any special meaning, no message will be displayed.)

If you press any button on the title screen, you'll reach the save file screen.



LOADING A SAVED GAME

Use the Control Pad to select the file you want to start from the three slots, and press the A Button to confirm your choice. Each file will have a save title shown, and when the save file is highlighted with the Control Pad, the bottom of the screen will show the save's party members, their ranks, their location, and the time.

Each save file and title



The currently selected file's party members

The location and time of the save

STARTING A NEW GAME

When you want to start a new game, select "fresh start" and press the A Button.

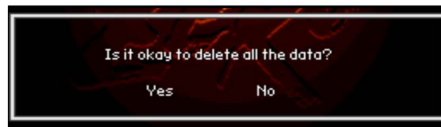
Note that the time and birthday settings can only be set the first time you ever play. Even if you select "fresh start," the time and birthday will remain as they were when they were first entered.

DELETING EVERYTHING

If you select this command, every file will be deleted. A message will appear, saying

"Is it okay to delete all the data?"

Select yes to proceed.



If you select yes, all of the data will be deleted.

By deleting everything, the time and birthday settings will also be deleted. By doing this, you can alter these settings.

*If there are any issues with the save data, a special program will be activated. Follow the on-screen instructions. (Please note that the save data will be formatted.)

GAME SYSTEM INTRO

WHEN MOVING

In towns, dungeons, fields and the like, you can talk, search, open chests, or get on vehicles by facing the appropriate person or object and pressing the A Button.



You should gather information from the people in each town; it'll help you on your journey.

WHEN FIGHTING

The main characters, Higan and his friends, will gradually mature as they fight against Hell's army. By winning battles, they'll receive virtue and money.

As their virtue builds up, they'll increase in rank, which will increase their powers, like attack or defense. Also, by saving up money, they'll be able to afford better gear. By equipping this gear, they can increase their powers even further.



Enemies have a wide variety of characteristics. Be sure to take them into consideration and attack effectively.

SAVING & LOADING DATA

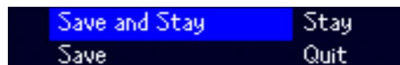
SAVING

Saving is generally done at an inn.

- 1.) Go to an inn. You'll get a message saying, "It's [x] ryo for a night. Would you like to stay?"

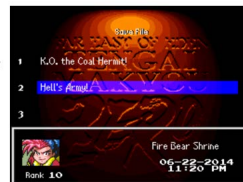
It's 100 ryo for a night. Would you like to stay?

- 2.) Next, use the Control Pad to choose either "Save and Stay" or "Save," then confirm your selection with the A Button.



Note that if you only select stay, your records will not be saved.

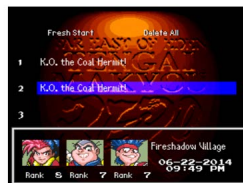
- 3.) On the file select screen, use the Control Pad to select which file you'd like to save to, and then press the A Button to confirm.



LOADING

- 1.) Push any button on the title screen.
- 2.) You'll enter the file select screen. Move the Control Pad up and down to highlight which file you'd like to play, then press the A Button to confirm.

Details about the save file are displayed at the bottom of the screen.



BATTLES

HOW TO ISSUE COMMANDS

- 1.) Use the Control Pad to move to the command you wish to select.
- 2.) Press the A Button to confirm or the B Button to cancel.
- 3.) Use the L, R, or B Buttons to swap through commands.
- 4.) When attacking, move the Control Pad right and left to select a target. Press the A Button to attack the enemy
- 5.) When you wish to use scrolls, items, or skills, use the Control Pad to move the cursor and press the A Button to make your choice. When selecting a target, use the Control Pad to move right and left, and press the A Button to confirm it. Some scrolls can be used on either single targets or all targets. You can aim at all targets by pressing either up or down.
- 6.) If you've turned on the cursor memory option in the "Settings" command, the command that was previously selected will be indicated by the cursor, allowing you to repeat that same command by pressing the A Button.
- 7.) Choosing one of the four plans will automatically select commands that reflect the strategies you've entered, and the command selection screen will not appear. If you would like to stop using the plan, press the B Button to cancel it, and you will be able to fight manually.

USING SCROLLS

On the scroll selection screen, use the Y Button to move to the next page, and the X Button to move to the previous page. Also, there are two types of scrolls: fusion and single use. Use the Control Pad to select which type of scroll you wish to use, and use the A Button to confirm your choice. After that, you'll be able to select which scroll you'd like to use. (For more details, turn to page 24.)

WHAT ARE SECRET SKILLS?

Each character has their own unique fighting techniques called secret skills.

They also have a "coolness" parameter. As this parameter increases, the character portrait that cuts in when he or she performs a secret skill will become cooler-looking.



HOW TO LEARN SECRET SKILLS

Each member of the team learns secret skills in a different way.

Higan gains them after training with the various hermits. Subaru can summon various monsters after finding them in chests, or by raising their eggs at the hatchery. In Tenjin's case, he will gain skills gradually as the battles unfold.

BOAR DEERFLY

Subaru's summon monster, raised from an egg.



STEEL LION

A powerful summon monster, locked away in a special treasure chest.



USING SECRET SKILLS

Highlight the secret skill command using the Control Pad, and press the A Button to confirm it.



Next, use the Control Pad to choose the skill you want to use, and confirm it with the A Button. Also, you may select the skill's target by pressing left and right on the Control Pad.

※ For a more detailed list of scroll effects, consult "Jipang's Scroll Chart," included separately.

WHAT ARE SCROLLS?

USAGE THROUGH COMMANDS

Scrolls can be used to attack your enemies or heal your team.

There are two types of scrolls, single use scrolls that can be used alone, and fusion scrolls that work in pairs.



SINGLE USE SCROLLS

These are scrolls that possess their own, individual effects. Whether or not a scroll can be used differs depending on the character that is trying to use it. Scrolls that cannot be used by a character will be displayed in gray letters.

FUSION SCROLLS

There are four types of fusion scrolls: wind, water, bolt, and fire. The scrolls must be used in pairs. By using two at once, they produce new effects. The "Windwater" combination produces a different effect than "Waterwind." You can use the same scroll twice, which means there are 16 possible combinations. It's also possible to use them on a single enemy or to target all enemies.

HOW ARE SCROLLS OBTAINED?

There are hermits in every region of Jipang, so be sure to meet with all of them. Also, some scrolls are obtained when a party member joins the team.



HOW TO USE SCROLLS

Use the Control Pad to select the "Scrolls" command, and press up and down to select single use or fusion scrolls. Next, choose the scroll you wish to use (or two of the four scrolls, in the case of fusion). Press the A Button to confirm your choice.

After that, you can use the Control Pad to select the enemy or ally you wish the scroll to target, and press the A Button again to confirm your selection. To target all enemies or allies, press up or down on the Control Pad.

WHAT ARE ITEMS?

Some items can be used on the field screens or in towns, and some can be used in battle.

Items you can currently use will be displayed in white letters for easy reference. By using items, you can attack enemies, heal your allies, and the like.

HOW CAN ITEMS BE OBTAINED?

Most items can be bought in the tea shops, item stores, and weapons dealers located in the towns. They can also be found in treasure chests or obtained during events.



HOW TO USE ITEMS

Use the Control Pad to select the item command and confirm it with the A Button to view the list of items.



Move through the list by using the Control Pad, and press the A Button to choose the item that you'd like to use.

Also, if you press the R Button on the item selection screen, you can jump down one bookmark, and if you press the L Button, you can jump up one bookmark. Next, you can press left and right on the Control Pad to select which character will use the item, and then press the A Button to confirm it.

AN EXPLANATION OF BATTLE COMMANDS

Here is an explanation of the commands that are displayed in battle.

ATTACK Strike the enemy with a weapon

ITEMS Use an item on hand. Weapons and items have different effects, depending on their use.

SKILLS Use a secret skill from your repertoire

SCROLLS Use the scrolls that you have obtained. Note that some characters can't use certain scrolls. Scrolls that can't be selected will be displayed in gray.

STRATEGIES Select an automated strategy marked as Plan A, Plan B, Plan C, or Plan D. The details of each strategy can be set in the system menu.

DEFEND The character defends themselves to lower the amount of damage taken from enemy attacks.

FLEE The party runs away from the battle. Characters can make this choice individually, but if they're successful, the whole party will flee.

GAME OVER

When a character's health hits zero, that character will be knocked out, and will be hidden underneath the battle screen. A character who's been knocked out will be revived after the battle is over with 1 HP and whatever technique they had remaining when they were knocked out. Status ailments like poison will remain after being revived, so be careful.

When all allies have been knocked out, you'll get a Game Over, and the screen will cut out. A message will appear, asking if you'd like to start from the last save point, with a yes/no option. Make your choice by highlighting it with the Control Pad and pressing the A Button to confirm it. If you select "yes", you'll appear at the last save point that you used, and if you select "no", you'll be returned to the title screen.

STATUS AILMENTS

Enemy attacks or traps in the dungeon may leave Higan and his crew with status ailments like poison or petrification. There are two types of ailments, those that are cured when the battle ends, and those that stick with you. Ailments that stick with you can only be cured in one of two possible ways: items or scrolls. Sleeping at an inn will not heal ailments. You've been warned!

POISONED



During the course of the battle, or when walking around, health and technique will steadily drop. Using an antidote or the Filter scroll will heal poison, but there are other ways to heal it as well.

PETRIFIED



The character will become incapable of performing any actions at all. If a character is petrified when a battle ends, they will not receive any experience points (virtue) from the battle, and they will remain petrified when they return to the map. There are items and scrolls that can cure it, like a soft pill or the Allay scroll.

FORGETFUL



All scrolls will become unusable, and the effect will remain in place after the battle. It can be cured in various ways, including the forget-me-not item and the Allay scroll.

CONFUSED



The character will attack allies or enemies indiscriminately. The effect will only last for the duration of that battle. It can be cured in various ways, including using a wooden mallet or the Allay scroll.

PARALYZED



Movement is crippled for a number of turns, rendering the character incapable of performing an action. The effect ends when the battle is over. It can be cured in various ways, including using a relaxing pill or the Allay scroll.

ASLEEP



The character becomes incapable of performing any actions for a number of turns, but they might wake up when attacked. It can be cured in various ways, including a wasabi pill or the Allay scroll.

IN A HAZE



The accuracy of attacks decreases. The effect ends when the battle is over. It can be cured in various ways, including a solar pill or the Allay scroll.



AN EXPLANATION OF

THE SYSTEM SCREEN

If you press the X Button on the map, you will access the system screen.

The system screen displays the current time, the total playtime, cash on hand, ranks of party members, stats, max values for health and technique, and current condition.

Scrolls	Strategy			
Inventory	Settings	Hijon	Genkotsu	Binta
Equipment	Almanac	Rank: 5	Rank: 7	Rank: 7
Status	Clock	Health: 60	Health: 54	Health: 54
Present Time: 05:05:20 17				
Playtime: 0:32				
Cash on Hand: 345 ryo				
Technique: 41				

If you press the B Button on the top-most screen, you'll return to the field screen.

SYSTEM SCREEN COMMANDS

◆ SCROLLS ◆

This command lets you use or reorder your scrolls. It also tells you information about the skills, as well as how much technique they consume.

USE

This command lets you use a scroll.

- 1.) Select the Scroll command.
- 2.) Select which character will use the scroll.
- 3.) On the scroll selection screen, move the Control Pad up and down to highlight the "Use" command, and then press the A Button.
- 4.) Use the Control Pad to highlight the scroll you intend to use. Scrolls that can be used are displayed in white, and scrolls that can't be used are displayed in gray. If you press the L/R Buttons, you can change which character will be using the scroll.
- 5.) Select the target character of the scroll with the Control Pad and press the A Button to use the scroll. Also note that depending on the scroll, pressing the Control Pad up or down may highlight all characters.

CHANGE

This command lets you reorder single-use scrolls for ease of use.

- 1.) On the scroll selection screen, move the Control Pad up and down to highlight the change command.
- 2.) Move the cursor onto the position of the scroll you'd like to move and press the A Button.
- 3.) Move the cursor to indicate the new position of the scroll and press the A Button.

◆ INVENTORY ◆

This command lets you use items in your inventory or change their order.

Highlighting an item in the inventory screen displays a window with information about that item. If you press the Y Button, you'll move to the next page. Press the X Button to return to the previous page. The R Button will move the cursor to the bookmark below, and the L Button will move the cursor to the bookmark above.

USE

This command lets you use an item in your inventory.

Usable items are displayed in white, and items that can't be used are displayed in gray. Select the "Use" option on a weapon or a piece of armor to be shown who can equip it. Characters that can equip that piece of equipment will have a bright portrait, and characters that can't equip it will have a dark portrait.

- 1.) On the inventory screen, use the Control Pad to highlight the "Use" option and press the A Button.
- 2.) Select the item you wish to use with the Control Pad and confirm it with the A Button.
- 3.) When using a healing item, move the cursor to the character you wish to use it on, and press the A Button.

SORT

Automatically arrange the weapons and other possessions you have. Usable items appear first, followed by equipment.

- 1.) On the inventory screen, press right and left on the Control Pad to indicate the "Sort" option and press the A Button.
- 2.) Press up and down on the Control Pad or use the L/R Buttons to indicate which bookmark you wish to sort, and then press the A Button.

REPLACE

This command lets you switch the positions of items or bookmarks, but there are some places where bookmarks cannot be moved.

- 1.) On the inventory screen, press left and right on the Control Pad to highlight the "replace" option and press the A Button.
- 2.) Use the Control Pad to move the cursor to highlight the item you wish to move, and then press the A Button.
- 3.) Select the place where you would like to move the item by moving the cursor, and then confirm it with the A Button.

DISCARD

This command discards any items in your inventory that you don't need. However, there are some items that can't be discarded.

- 1.) On the inventory screen, press left and right on the Control Pad to highlight the "discard" option and press the A Button.
- 2.) Use the Control Pad to move the cursor to highlight the item you wish to discard, and then press the A Button. (Items that can't be discarded will be displayed in gray letters.)
- 3.) Select how many you wish to discard using the Control Pad, and confirm your choice with the A Button. Pressing L/R can modify the number in intervals of ten.
- 4.) A message saying "Discard?" will appear. If you press the A Button at this prompt, the item will be discarded.

BOOKMARKS

These allow you to sort through your inventory easily. There are four bookmarks in all, and they can be moved to almost any location in your inventory list for easy access.

On the inventory screen, press the R Button to move the cursor to the bookmark below, or press the L Button to move the cursor to the bookmark above.



Bookmarks, much like items, can be moved to other spots using the replace option. In this way, it is possible to expand or shorten the range of the item list that is covered by a bookmark.



In the above example, Bookmark 2 has been placed higher up, so Bookmark 1 now covers a smaller range of items.

◆ EQUIPMENT ◆

This command lets you equip weapons, defensive gear, and accessories.

- 1.) Select the "equipment" command and press the A Button.
- 2.) Use the Control Pad to choose which character you want to equip, and press the A Button.
- 3.) The equipment screen will be displayed.

VIEWING THE EQUIPMENT SCREEN



- 1.) Command List
- 2.) The character to be equipped's name, portrait, and rank.
- 3.) Status List
(The number on the left shows the current status, and on the right, if an item is highlighted by the cursor, it will show the change in values. If there is no change in a parameter, it will be indicated in white. An increase will be displayed in green, and a decrease will be displayed in gray.)
- 4.) This window displays unabbreviated names / gives more details about the items.
- 5.) Shows the equipment that is currently being worn or wielded.
- 6.) Shows which parameter the item highlighted with the cursor will change.
- 7.) Shows the weapons, armor, and accessories you currently have. Things that can be equipped will be displayed in white. Things that can't be equipped will be displayed in gray.

EQUIPMENT

This equips weapons, armor, and accessories.

- 1.) On the equipment screen, highlight the "equipment" command and press the A Button.
- 2.) Move the cursor to the weapon, armor, or accessory option (whichever you want to equip) and press the A Button.
- 3.) Move the cursor to highlight the specific weapon, armor, or accessory you want to equip and press A. While looking through the list, you can use the Y Button to move to the next page and the X Button to move to the previous page. You can also use the L/R Buttons change the character who's doing the equipping.

AUTO-EQUIP

Automatically equips the strongest weapon and armor. It does not, however, equip any accessories. Those need to be equipped directly using the equipment command.

REMOVE

This command removes a weapon, armor, or an accessory.

- 1.) On the equipment screen, highlight the "Remove" command and press the A Button.
- 2.) Move the cursor to the weapon, armor, or accessory listed that you wish to remove and press the A Button.

NO EQUIPMENT

This command removes everything; the weapon, armor, and accessories.

RETURN

This option returns to the system screen.

* Pressing the B Button when the cursor is in the main option listings will go back to the system screen.

JIPANG'S SURVIVAL GUIDE

WEAPONS

Some weapons have special effects when used in battle. Be sure to try out all sorts of weapons!

NAME	EQUIPPED BY	ATTACK POWER	GENERAL COST
WOODEN SPEAR	HIGAN, TENJIN, SUBARU	+42	140 ryo
LIVELY DAGGER	SUBARU	+48	560 ryo
BLACKENED KATANA	HIGAN	+53	730 ryo
LUMBER AXE	HIGAN	+69	1300 ryo
FIRE BEAR SWORD	HIGAN	+65	-----

* Everything introduced here is only from the opening of the game. The same goes for the armor and accessories.

ARMOR

As with the weapons, you should equip armor immediately after you purchase it. There are many types of armor in this game, and kimonos, too!

NAME	EQUIPPED BY	DEFENSE POWER	GENERAL COST
HEMP CLOTHES	HIGAN, TENJIN, SUBARU	+28	72 ryo
LEATHER ARMOR	HIGAN	+39	198 ryo
CHAIN KIMONO	HIGAN	+78	640 ryo
GALLANT KIMONO	HIGAN	+88	1680 ryo
RED TIN ARMOR	HIGAN, SUBARU	+92	1400 ryo
MAIDEN'S KIMONO	SUBARU	+89	4900 ryo

ACCESSORIES

Accessories are items that can be equipped in addition to weapons and armor. Some may boost attack, others may boost coolness; there are various effects. Up to four accessories can be equipped at the same time.

NAME	EQUIPPED BY	GENERAL COST	EFFECT
POWER SASH	HIGAN, TENJIN, SUBARU	480 ryo	RAISES ATK BY 3
IRON HELMET	HIGAN, TENJIN	500 ryo	RAISES DEF BY 8
STRAW SANDALS	HIGAN, TENJIN, SUBARU	48 ryo	RAISES SPD BY 2
BACK-SCRATCHER	HIGAN, TENJIN, SUBARU	500 ryo	RAISES LUCK BY 10
WHITE SCARF	HIGAN, TENJIN, SUBARU	1640 ryo	HIGHER DODGE RATE
WAVERING RING	HIGAN, TENJIN, SUBARU	1400 ryo	SOMETIMES CAUSES HAZE

SPECIAL ITEMS

The Imperial Regalia

The sword, orb, and mirror here are Higan and his crew's imperial regalia. They use a different visual effect when equipped and used in battle, compared to other equipment.



The Mandala Flute

This is an item Tenjin can use that can be acquired during the course of the game. The sound of this flute will awaken something slumbering deep within Tenjin.

◆ STATUS ◆

This screen shows a character's abilities, acquired secret skills, equipment, and more. It also shows various conditions.

VIEWING THE STATUS SCREEN



1.) Health

This shows Higan and his crew's health. If this number reaches 0 during battle, the character will no longer be able to fight. If everyone gets knocked out, it will lead to a game over, so take care. The number on the bottom is the max amount, and the number on the top is the current amount.

2.) Technique

Technique is needed to use scrolls, or certain secret skills. Scrolls and certain secret skills cause the technique to drop, and without enough technique, a character will be unable to use scrolls and secret skills. The number on the bottom is the max amount, and the number on the top is the current amount.

3.) Rank

This represents Higan and his crew's level as they mature. As this number increases, so will Higan and his crew's health, technique, attack, defense, speed, and luck.

4.) Virtue

This indicates experience gained through victory in battle. Once a certain amount of virtue is gained, Higan and his crew will rise in rank. On the status screen, you can see how much virtue you've gained, and how much you need to achieve the next rank.

5.) Here's an introduction of all of the parameters

Attack

The higher this number is, the more damage a character will deal to enemies. It can be increased not only by increasing in rank, but also through equipping stronger weapons or accessories.

Defense

The higher this number is, the less damage a character will take from enemies. It can be increased not only by increasing in rank, but also through equipping stronger armor or accessories.

Speed

The higher this number is, the more likely a character is to attack before the enemy does, and it also increases the dodge rate. In addition, it increases the rate at which you catch the enemy off-guard. It can be increased not only by increasing in rank, but also through equipping accessories.

Luck

The higher this number is, the higher the chance of getting treasure after a battle. It can be increased not only by increasing in rank, but also through equipping accessories.

Coolness

This shows how cool Higan and his crew are. As this level increases, critical hits become more frequent. This stat also has an influence on some events that take place during the game. The five levels are: "Sorely lacking...", "Cool enough.", "Pretty cool!", "Awfully cool!", and "Rockin' the coolness!" The levels can change through events in the game or by equipping a character with different gear.

6.) Shows a character graphic for the selected character

7.) Secret Skills

Displays the secret skills that have been obtained

8.) Equipment

Displays the weapon, armor, and accessories that are currently equipped

◆ STRATEGY ◆

The "strategy" command lets you create plans that automatically issue selected commands for each character. There are four plans, allowing you to create four distinct strategies, but all four strategies default to manual control at the start. If you select the strategy option, you'll be able to create your own auto-battle strategies.



- 1.) Select the "strategy" command and press the A Button.
- 2.) At the strategy screen, press the A Button on the "Set Strategy" option.
- 3.) Select one of the plans that you'd like to set by highlighting it with the cursor, and then press the A Button.
- 4.) Select a character whose action you'd like to change by using the Control Pad, and then press the A Button.
- 5.) Use the Control Pad to move the cursor to the action you've chosen, and then press the A Button. When choosing scrolls, secret skills, or items, you should specify which one you'd like to set.

COMMANDS TO SELECT FOR EACH PLAN

Attack

This command calls for a melee attack. The enemy to attack will be automatically chosen.

Scrolls

This command uses the indicated scroll. The target of the scroll will be chosen automatically. If there's not enough technique left to use that scroll, the character will initiate a melee attack instead.

Secret Skills

This command uses the indicated secret skill. The target of the skill will be chosen automatically. If there's not enough technique left to use that skill, the character will initiate a melee attack instead.

Items

This command uses the indicated item. The target of the item will be chosen automatically. If that item has been used up, the character will initiate a melee attack instead.

Manual

This command lets the player choose the skill when that character's turn comes around.

Defend

This command causes the character to defend themselves.



These four plans are available during battles, so you will be able to quickly assign appropriate attacks in a variety of combat situations. Entering commonly used strategies into your plans in advance will save you the trouble of entering each character's individual commands every time.

◆ SETTINGS ◆

This lets you change the settings for things like the game's message speed and music to your liking.

MESSAGE SPEED

This lets you change the speed of messages that appear when talking with people or opening treasure chests. Level 1 is the fastest, and level 5 is the slowest. (Level 2 is the default speed.)

BATTLE MESSAGE FEED

This lets you change the speed of messages that appear in the battle feed. Level 1 is the fastest, and level 5 is the slowest. (Level 5 is the default speed.)

WALKING SPEED

This lets you change the walking speed of Higan and his crew. There are two options, "Fast" and "Normal." The normal option allows you to run by pressing the B Button while moving with the Control Pad.

MUSIC

This lets you choose between stereo and mono sound. Stereo is the default setting. Choose whichever option is appropriate for your television.

CURSOR MEMORY

If this is turned on, the cursor will remember its previous position, allowing the same command to be chosen the next time. If you always want it to start from the initial position, turn this option off.

WALLPAPER

This lets you select from five wallpaper patterns to display within the window frame and choose whichever you'd like. (The default pattern is 1.)

FRAME SHAPE

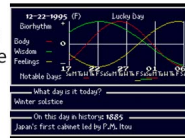
This lets you select from five different window frame types. (The default type is 1.)

FRAME COLOR

This lets you select from five different window frame colors. (The default color is 1.)

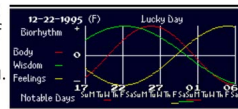
◆ ALMANAC ◆

This option displays various information about the date, based on the game's internal clock. Pressing the B Button on this screen returns you to the system screen.



BIORHYTHM

When the game starts, and you input the time and your date of birth, the game will create a personalized biorhythm for you. (You can find more details on page 45.)



The second line from the left represents the current day, with the entire graph showing both the five days prior and up to fifteen days later.

Various lines run through the chart. Red indicates the body, green indicates wisdom, and yellow indicates feelings. If the value is above zero, that will show a favorable period of time, and if it falls below zero, it shows an unpleasant period of time. Days that cross the zero point are listed below the graph with a bar as notable days. You might have unexpected trouble on certain days. You've been warned!

What day is it today?

This listing shows traditional events and commemorative days.

On this day in history

This listing chronicles notable events that happened on this day in history.

◆ CLOCK ◆

This command allows you to adjust the game's internal clock. Choose the "Clock" option in the system menu by highlighting the command with the Control Pad, and then press the A Button.

- 1.) On the clock screen, you'll see a message saying, "If you press the Start Button, you can adjust the clock to the nearest one minute interval." Press the Start Button to do so.
- 2.) Pressing the Start Button when the current time's seconds are from 00 to 29 resets them back to 00 for the current minute. Pressing the Start Button when the seconds are from 30-59 moves time forward to the following minute.
- 3.) Pressing the B Button on the clock adjustment screen returns you to the system screen.

Many stores appear in the towns throughout Jipang, including weapon shops, inns, and tea shops.

INNS

Here, Higan and his crew can replenish their health and technique, and you can save the game. To heal up and save at the same time, select the "Save and Stay" option. To heal up without saving, select the "Stay" option." To save without staying, select the "Save" option. If you don't stay, and just save, the saving will be done free of charge.

BUYING & SELLING IN SHOPS

Here, we'll introduce how buying and selling works in stores like weapon shops, item shops, or tea houses.

BUYING

- 1.) If a character asks if you'd like to buy something, select the "Yes" option.
- 2.) Use the Control Pad to highlight the "Buy" option in the menu, and press the A Button.
- 3.) Press up and down on the Control Pad to select which item you'd like to buy, and use left and right to determine how many you'd like to buy. Using the L/R Buttons here allows you to change the value in units of ten.
- 4.) Once you've selected what you'd like to buy, press the A Button. Feel free to add or remove any items until you confirm the purchase with the A Button.
- 5.) On the bottom right side of the screen, a message should appear, saying "Will this be okay?" If it's okay, press the A Button. To cancel, press the B Button.

SELLING

- 1.) If a character asks if you'd like to buy something, select the "Yes" option.
- 2.) Use the Control Pad to highlight the "Sell" option in the menu, and press the A Button.
- 3.) Use the Control Pad to move the cursor to the item you'd like to sell, and press the A Button.
- 4.) Use the Control Pad to indicate how many you'd like to sell (the number will be displayed), and press the A Button. Using the L/R Buttons here allows you to change the value in units of ten. Stores generally buy items back at half the price that they sell them.

WEAPON SHOPS

Your party can buy weapons, armor and accessories here, and they can sell their items as well. Each character can equip up to four accessories, which may boost their attack, defense, or speed stats. There are other accessories that instead offer special effects.

ITEM SHOPS

These shops sell various items. You'll also be able to sell your own items to the shops.

TEA SHOPS

Here, you'll be able to buy restorative items like dango, or sell your items.

SINGLES TEA HOUSES

You can go here to meet up with some ladies. On the first floor, you'll have to buy an item (like a dango) before you'll be allowed to go up to the second floor. If you get on the good side of the girls there, who knows what might happen...?

LOCAL NEWS CENTERS

Here, you'll be able to read local news articles. Each area has its own local news center. Take a look at least once! Here, you'll also find a member of the Kabuki clan who will tell you information about any upcoming festivals.

THE HATCHERY

Here, you'll be able to hatch eggs and raise pets. You can even hatch and raise summon monsters that Subaru can use as secret skills. (See more information on page 48.)



Let us explain some of Jipang's various facilities and methods of transportation that can be found outside of the towns.

SHRINES

There's one shrine in all six nations of Jipang. They each house one of the divine beasts that protect the country, but all of the divine beasts have been sealed away by Hell's army. Shrines also have a large plaza beside them, and on Sundays or festival days, special events are held there throughout the year. (See page 50 for more details.)



HERMIT GROTTOS

Here live the hermits, who will give Higan scrolls and secret skills. Make sure to visit all of them!



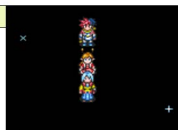
SOAR / FLIGHT STONE

Using the Soar scroll or a flight stone allows you to warp back to villages you've visited before. Using Soar or a flight stone will lead to the map screen, in the nation where Higan and his crew are currently located.

- 1.) Use the L/R Buttons to swap between nation maps and the Control Pad to select which village you'd like to visit. Only villages you've visited before will be displayed. There are some villages that can't be reached through warping. By the way, L moves to the previous nation and R moves to the next nation.
- 2.) When you press the A Button, you'll warp to the indicated location.

USE

Using the Split scroll or a return stone allows you to escape to the ground floor of the dungeon.



If you find yourself in a pinch, use one of these methods to make your escape.

VEHICLES

Jipang offers several modes of transportation. While riding a vehicle, you won't encounter any enemies, and you'll be able to move a lot faster.

Most vehicles can be entered or exited by pressing the A Button. (There are some places where you'll be unable to get off.)

If you can't remember where you left a vehicle, just go to where you first got it. You should be able to find it there again.



This is a sand rat!

The Ark of the Heavens

The Ark of the Heavens is a special vehicle that leads from the Earth to Takamagahara, the Heavens above. It can't be used to travel over Jipang. While in Takamagahara, you can press the A Button to land. If you try to land while situated above the clouds, you'll descend back down to the Earth.

MINIGAME

Throughout the course of the game, you'll control a giant robot called the Ma-Djinn and fight against a giant foe. After this event happens, you'll be able to replay this battle as an arcade game on temple fair days and festival days.



The Ma-Djinn's HP gauge is on the left, and Money-King's HP gauge is on the right. Whichever gauge empties first determines the loser. Using a special move fills up the red gauge beneath the HP gauge. Until the red gauge disappears, you'll be unable to use skills.

* A two player mode is available, but only on temple fair days and festivals. Money-King can be controlled with the second player's controller.

OPERATING THE MA-DJINN

Punch = A Button, Guard = B Button, Missiles (the special move) get fired by holding down the X Button and pushing down, right-down, and right, then the A Button. **Missiles aren't the only special move! Try to find more!**

Tengai Makyou Zero incorporates the Personalized Live Game System (PLGS for short). It's a new, never-before-seen system!

WHAT IS THIS SYSTEM?

PLGS makes use of a clock inside of the cartridge. This allows time to flow in the game just like it does in the real world. Even if you turn off the power, time continues to flow.

What this means is that if it's New Years in the real world, it'll be New Years in the game, too. If a character tells you to come back an hour later, a full hour will have to pass in the real world.

VARIOUS EVENTS

With PLGS, we've prepared many events that take place during the course of the game. Some events only happen at a certain time, and viewing those events is quite hard to do. Others occur every Sunday, like temple fair days. There are quite a lot of different events, actually.

FESTIVALS

Almost every month, a festival will be scheduled at a shrine.

There might even be some rare items being offered at the booths...?

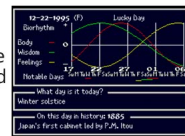


Depending on the time, what you're able to see at the observation platform may change.

Here's a shop that's offering a limited time sale!

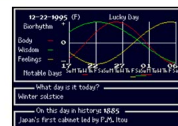
JUST FOR FUN!

Here's a listing of things that aren't directly connected to the game itself, but are there to make the PLGS a little part of your daily life. They're included just for fun!



PREDICT THE FUTURE WITH BIORHYTHM!

Using the Almanac, you can see the biorhythm that was generated from the birthdate and time that you entered at the start. You'll be able to see your own personal outlook up to fifteen days into the future. Be sure to check this bit of fortune telling.



Check the patterns of the lines to find out how you'll fare on a certain day.

LEARN ABOUT HISTORICAL EVENTS!

In the Almanac, below the biorhythm section, you'll also be able to see a different section called: "On this day in history..." This section will tell you about historical events that happened on that day. If you play every day, you'll be able to learn a lot of interesting facts throughout the year!

START EACH DAY WITH TENGA! MAKYOU!

The time and date are displayed on the game's system screen. You'll never forget what day it is. It's plain to see!



Pair this with the Almanac, which not only tells you about how the day's likely to turn out, but it also will let you know about any national events or holidays that are happening. It's very useful!

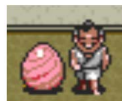
HATCHING EGGS

Fire Bear Shrine, located in the Fire Bear Nation, is home to a Hatchery. There, they sell eggs with mysterious creatures inside. If you buy the eggs, you can incubate and hatch the creatures. You can raise up to seven of them as pets, give them all names, and keep them fed.



HOW DO YOU HATCH AN EGG?

- 1.) First, you need to buy an egg. The Hatchery sells pink eggs and green eggs. Choose whichever one you'd like.
- 2.) Next, you'll need to incubate it. Eggs are automatically brought to the incubation area once you buy them. If you examine the egg, you'll be able to see how long it's been incubated. Talk to "Hatchy" when you'd like to hatch the egg. **The creature that comes out of the egg differs depending on how long it was incubated. If the egg is incubated for too long, it will rot.**
- 3.) Once the egg is hatched, you'll be able to name your new pet. Use the Control Pad to select the letters, and the A Button to confirm. (Pressing the B Button erases one letter.) Once you have entered a name, highlight the "End" option with the cursor, and press the A Button.



HOW DO YOU RAISE A PET?

Pets lose one health point every hour. When their health falls to zero, they will die. You can restore your pet's health by giving it kibble from the hatchery, but there are several types of kibble, and giving the wrong type of kibble to a pet may actually cause its health to drop. The kibble you feed it may also cause it to suddenly transform into a totally different creature...



You can purchase kibble in this shop, but there are a wide variety available..

- 1.) To give your pet some kibble, you must first buy it from the hatchery, then approach your pet and press the A Button.
- 2.) When the message appears saying "**Will you feed it some kibble?**", select the "Yes" option and you'll see a list of the five types of kibble. Using the Control Pad, select which kibble you'd like to give your pet, and press the A Button to confirm it.

Be sure to check your pet's health often!



Try to find out which kibble is best for your pet!

RAISING A SUMMON MONSTER

After you get further into the game, you'll be able to buy an egg at the Hatchery that has a summon monster inside. From this egg, you can hatch one of the following summon monsters: the Boar Deerfly, the Gold Starfly, the Kabuki-fly, or the Wonder-fly.

- 1.) If you buy the egg, you'll be able to hatch it on the spot to get the larva out.
- 2.) Feed the larva four times.
- 3.) After being fed four times, the larva will enter a pupa state. You should open the pupa up at the proper time.
- 4.) When you open the pupa, the monster will be born in its final form.

EVENT CALENDAR

Each region in Jipang has its own festivals, and we'll introduce them here. Every shrine except for the one in the Dragon Kingdom (that's five shrines in all) have a festival plaza where festivals are held during specific periods of time. There are also temple fair days held every Sunday at one of the five festival plazas in Jipang.

However, the festivals and temple fair days in each nation will not be held until the enemy that has taken over that nation has been destroyed, and the seal upon the area's divine beast has been released.



A member of the Kabuki Clan will appear in the festival plaza to talk about what sort of things happen at the festival. They will also appear at the local news centers to give you more information about festivals.

MONTH	EVENT	LOCATION	TEMPLE FAIRS
January	New Years (Jan. 1-14)	Peacock Shrine	Turtle Shrine
February	Bean-throwing (Feb. 1-6)	Fire Bear Shrine	Canine Shrine
March	Doll Festival (Feb. 2-Mar. 3)	Crane Shrine	Peacock Shrine
April	Flower-watching (Apr. 1-12)	Peacock Shrine	Fire Bear Shrine
May	Children's Day (Apr. 29 to May 5)	Turtle Shrine	Crane Shrine
June	Tortoise Festival (Jun. 10-20)	Turtle Shrine	Canine Shrine



There are a lot of fun things to do at the festivals!

MONTH	EVENT	LOCATION	TEMPLE FAIRS
July	Star Festival (July 7)	Canine Shrine	Turtle Shrine
August	Old Star Festival (Aug. 7)	Crane Shrine	Fire Bear Shrine
September	Moon-watching (Sep. 3-15)	Canine Shrine	Peacock Shrine
October	Crane-watching (Oct. 10-23)	Crane Shrine	Turtle Shrine
November	None	-----	Canine Shrine
December	Santa Festival (Dec. 23-25)	Fire Bear Shrine	Crane Shrine

Akamaru's Guide to Enjoyin' Jipang, Yessir!



Glad ya dropped by, Bucko! My name's Akamaru, yessir! Got myself a bundle of very important info to share with all of you good folks, I do!

1. Get a load of this, yeah!?

Check out this hermit here! He forgot his job and sleeps all day long! What a slacker, am I right?

Two rarely seen hermits!

This hermit here's sportin' a mohawk... I mean, really!?



Awww yeaah!

Hey there, sticky fingers!

▲ Higan and his crew were spotted surrounded by treasure chests! I'm guessin' they're all packed to the brim with ill-gotten gains, yessir!



Did they REALLY need to write out so many banners? We get the point already, shoot!

▼ In Jipang, November's called the godless month! Kabuki here sure ain't wrong about that one!

November's the godless month!?



November's sort of a break time! A whole month without the gods! That's why there aren't any festivals!



Here's an extremely assertive sort o' inn!

This room's in shambles!

◀ I've never met a girl who kept her room this messy, no sir!



2. Keep your clocks on the dot!

If you press the start button, you can adjust the clock to the nearest minute.

01-04-1995 (W)

06:05:26 A.M.

The clock might not be in perfect synch with a real clock, y'know...

If your clock's not sportin' a precise time, use the clock command to get it back in order! (Turn to page 41 for more details.)

3. Bring a girl home with ya, Bucko!

Talk to the girls at the singles tea houses enough, give 'em some presents, and you might find yourself one that takes a shine to ya!

If it happens, ya might wanna buy yourself a house and invite her over. Keep givin' her presents, and you might even see an event or two, loverboy!

4. Head on back and see what ya mighta missed!

Startin' with the festivals, this game is jam-packed with fun things to do... The key to seein' a bunch of them is to head back to towns you already visited earlier, yessir!

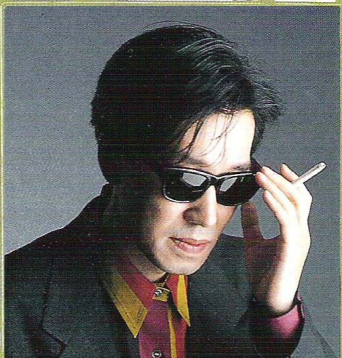
If ya rush to the end, you're only robbin' yourself, my friend! Relax, take a load off! Games are supposed to be fun, Bucko! Why not make it last, huh?

5. Listenin' to folks is somethin' you just gotta do!

Don't judge a book by its cover, yeah? Who knows what important info folks might be able to tell ya? Pound the pavement in the towns, and gather info from everybody around!

I recommend talkin' with the head priests at the shrines. Those guys are a good source of info, believe you me! Never hurts to check in with them! And once you give the bad guys the boot, people will talk about different stuff, ya know!? Don't forget to ask around... Take some notes if you need, ya hear me?

PLANNER
AND DIRECTOR



Ouji Hiroi

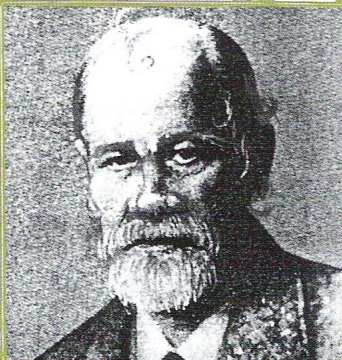
PROFILE

The leader of Red Company. Aside from his obvious work on games, he's also created cartoons, comic books, and he is a novelist as well. He's famous for being a man of many talents.

From the Mouth of this God:

Tengai Makyou, to me personally, refers to a world of adventure, and miracles, the dream of the Orient... As a Japanese man myself, I want to express how exciting this world is through the medium of gaming. I ask that you think of Tengai Makyou Zero, and this should be apparent from the title itself, as something entirely separate from the series that has unfolded up until now. It may not have voice acting. It may not have animation, but this truly is MY Tengai Makyou game.

AUTHOR OF THE
ORIGINAL WORK



P.H. Chada

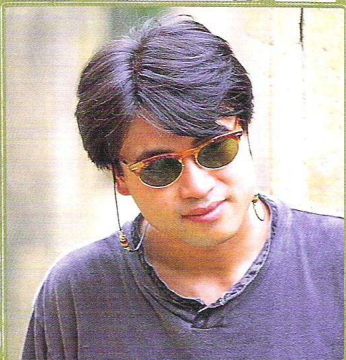
PROFILE

A researcher specializing in the Orient, and director of Oriental research lab three at the Smithsonian. He has a unique way of looking at Japan, claiming that "Japan itself is a fantasy!"

From the Mouth of this God:

"Oh, how wonderful this is! Releasing Tengai Makyou on a Nintendo system was a no-brainer, and along the way, it has developed into a whole new world. Dare I say it? Could this Tengai Makyou game one day be brought back to my own homeland? Could it become a game played all over the world? I'm personally looking forward to the day when it's turned into a blockbuster Hollywood film!"

ARTIST



Torajiro Tsujino

PROFILE

The designer of the main characters in the Tengai series. He gained experience in the field of animation while working on key animation frames for Disney projects, among others.

From the Mouth of this God:

Tengai Makyou Zero... As the name implies, we really did start out from zero. I've been working on the Tengai series for many years now, but this time, I went back to my original intentions and designed everything with a very Oriental, Chinese sort of world in mind. Most people think of Tengai Makyou as a sort of period drama in which anything goes, but the fact of the matter is, it's a heroic fantasy set in an Oriental world full of western misconceptions. There's something different about the world, and I hope that the characters I designed will get that feeling across to people.

DIRECTOR



Takashi Takebe

PROFILE

A leader among leaders at Hudson Corporation. He's been working at Hudson since it was first founded, and he's played a role in making many of its most famous titles.

From the Mouth of this God:

Mr. Hiroi was laughing the whole time! Most of the staff were really dumbfounded by that. I found myself scratching my head, too. The project started. The months rolled by, and yes, there were arguments... There were even arguments about arguments! But Mr. Hiroi still kept laughing through them all. The staff were practically passed out in the development room, and there I was, my voice too hoarse to say anything... I hope you enjoy the story that a team like ours managed to put together, because today, in your room, your personalized live game is about to begin...

Encyclopedia of Jipang's Terminology

- 1. The Fire Clan:** Warriors sent to the Earth from the Heavens. The one who inherits the will of the Eternal Flame reigns as the king of Jipang, seated upon the throne of the Dragon Kingdom.
- 2. Takamagahara:** This is the name of the land of the Heavens. It is where Agni, the creator of the Fire Clan, now dwells.
- 3. Divine Beasts:** There are six nations in Jipang, and each one is watched over by a divine beast. (See page 4 for more details.)
- 4. Hell's Army:** Ninigi, the ruler of Hell, uses five commanding officers to lead the troops of his army.
- 5. The Gates of Hell:** After the battle that took place six hundred years ago, Ninigi was sealed behind these gates along with the hellspawn. The gates are located in the Dragon Kingdom, where the king remains to make sure the seal upon them isn't broken.
- 6. Monsters:** Subaru has a secret skill, the ability to summon monstrous creatures. (See page 10 for more details.)
- 7. The Hatchery:** If you hatch the eggs that you buy here at the hatchery, you can get your own pet. As the game proceeds, you'll gain access to monster eggs. (See page 46 for more details.)
- 8. Singles Tea Houses:** Try talking to the girls that are in here. Some of them might take a liking to you. (See page 41 for more details.)
- 9. Local News Centers:** You can read about news in the surrounding area, and read up on any other scoops that people are writing about.
- 10. Clock:** If the game's internal clock deviates from the actual time, you can adjust it using this option.
- 11. Almanac:** You can find out about your bio-rhythm, or any special events for the day. (See page 39 for more details.)



CAUTION!

Keep a safe distance from the screen and take a break if you've been playing for a long time. In general, it's recommended that you take a ten to fifteen minute break between each hour of play. Playing Super Famicom games on a projection TV may cause the image to burn in and damage the device, so never hook the system up to one.



WARNING!

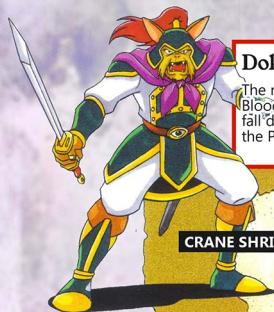
To prevent fires and electric shocks, please follow this advice:

After you're finished playing, remove the AC adapter from the plug every time.

(A request, before you start playing...)

- The cartridge is delicate. Playing it after it has been exposed to extremely high temperatures may lead to severe electric shock. Make sure not to do it. Do not attempt to dismantle it, either.
- Do not touch the pins at the bottom of the cartridge with your hands. Do not allow the cartridge to come into contact with water or dirt. They may cause the cartridge to malfunction.
- Do not wipe it with thinner, gasoline, alcohol, or any volatile oils.
- Always turn the Super Famicom's power off before removing the cartridge.

Hand-drawn Map of Ancient Jipang



Doki, the Raging Ogre

The master of the Tower of Bloodshed. He's making red rain fall 'down upon the villagers in the Peacock Nation.

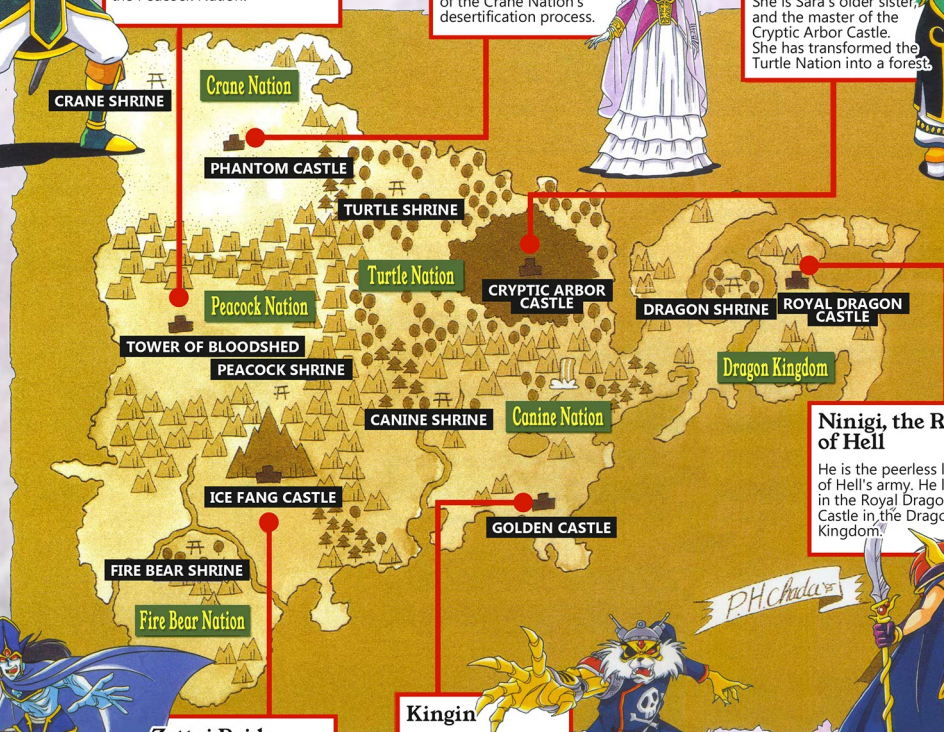
Sara

A lover of all things beautiful, she actively seeks them out. She's in charge of the Crane Nation's desertification process.



Juri

She is Sara's older sister, and the master of the Cryptic Arbor Castle. She has transformed the Turtle Nation into a forest.



Ninigi, the Ruler of Hell

He is the peerless leader of Hell's army. He lives in the Royal Dragon Castle in the Dragon Kingdom.



Zettai Reido

He is the first commander of Hell, with the ability to freeze even fire itself.



Kingin

He controls the Golden Castle, using the power of science. He is also the creator of the Super Money King.



PHC Arts

Overview of the Scrolls of Jipang

INDIVIDUAL SCROLLS

Individual scrolls, which require only one scroll to be used, are divided into four distinct categories: attack, support, restoring health, and treating ailments. Different characters have access to the use of different scrolls.

The abbreviations listed in the "Target" Column are as follows:

E = Enemy **A** = Ally **S** = Self
I = Individual **G** = Whole Group

◆ ATTACK ◆

Name	Tech Cost	Usable By	Target	Description
Singe	10	Higan, Tenjin	EIG	Fire attack (hits one/all enemies)
Sear	30	Higan, Tenjin	EIG	Fire attack (hits one/all enemies)
Gush	12	Higan, Subaru, Tenjin	EIG	Water attack (hits one/all enemies)
Spout	22	Tenjin	EIG	Water attack (hits one/all enemies)
Gust	20	Higan, Subaru, Tenjin, Hisui	EIG	Wind attack (hits one/all enemies)
Blast	26	Tenjin	EIG	Wind attack (hits one/all enemies)
Jolt	16	Higan, Subaru, Tenjin	EIG	Bolt attack (hits one/all enemies)
Watt	22	Tenjin	EIG	Bolt attack (hits one/all enemies)

◆ SUPPORT ◆

Name	Tech Cost	Usable By	Target	Description
Buck	8	Higan, Subaru, Mizuki	AI	Raises an ally's attack power
Rock	8	Higan, Subaru, Mizuki	AI	Raises an ally's defense
Swift	8	Higan, Subaru, Mizuki	AI	Raises an ally's speed
Tone	18	Mizuki	AG	Raises all allies' attack power
Steel	18	Mizuki	AG	Raises all allies' defense
Fleet	18	Mizuki	AG	Raises all allies' speed
Frail	20	Subaru, Mizuki	EG	Lowers all enemies' attack power
Nude	12	Subaru, Mizuki	EG	Lowers all enemies' defense
Goof	20	Subaru, Mizuki	EG	Lowers all enemies' speed
Seal	10	Subaru, Tenjin	EI	Locks away an enemy's skills
Loon	14	Subaru, Tenjin	EI	Confuses an enemy
Sight	4	Higan, Subaru, Mizuki, Hisui	EI	Shows an enemy's weaknesses
Gulp	12	Tenjin	EI	Steals the health of an enemy
Soak	1	Tenjin	EI	Steals the technique of an enemy
Sting	20	Tenjin	AI	Drops defense and raises attack power
Snort	20	Subaru	RANDOM I	Lowers one ability of a random target
Spy	18	Mizuki	AI	Allows the use of chain attacks

◆ CURATIVE/TREATMENT ◆

Name	Tech Cost	Usable By	Target	Description
Vigor	6	Hig, Sub, Ten, Miz, His	AIG	Restores health (1) (one ally/all allies)
Zest	14	Higan, Subaru, Mizuki	AIG	Restores health (2) (one ally/all allies)
Spirit	36	Subaru	AIG	Restores health (3) (one ally/all allies)
Filter	8	Higan, Subaru, Mizuki, Hisui	AI	Cures an ally of poison
Allay	12	Subaru, Tenjin, Mizuki	AI	Cures an ally of anything but poison
Pure	18	Subaru	AG	Cures the party of all ailments
Soul	42	Subaru	AI	Brings an ally back to life
Doze	5	Mizuki	S	The caster falls asleep, fully heals

◆ OTHER ◆

Name	Tech Cost	Usable By	Target	Description
Soar	14	Higan, Subaru	AG	Fly to any previously visited village
Split	12	Subaru, Hisui	AG	Allows the party to escape from an area
Float	10	Subaru, Tenjin	AG	Nullifies damage in poison swamps, etc.

FUSION SCROLLS

Fusion scrolls, which require two scrolls to be used, can be used by all four party members: Higan, Subaru, Tenjin, and Mizuki.

Also, the order in which the scrolls are used plays a role (ex. Firewater VS Waterfire) in the result.

Name	Tech Cost	Target	Description
Firefire	35	EIG	Pure fire attack hits the enemy
Firewater	35	EIG	Fire and water attack hits the enemy
Firewind	35	EIG	Fire and wind attack hits the enemy
Firebolt	35	EIG	Fire and bolt attack hits the enemy
Waterwater	35	EIG	Pure water attack hits the enemy
Waterfire	35	EIG	Water and fire attack hits the enemy
Waterwind	35	EIG	Water and wind attack hits the enemy
Waterbolt	35	EIG	Water and bolt attack hits the enemy
Windwind	35	EIG	Pure wind attack hits the enemy
Windfire	35	EIG	Wind and fire attack hits the enemy
Windwater	35	EIG	Wind and water attack hits the enemy
Windbolt	35	EIG	Wind and bolt attack hits the enemy
Boltbolt	35	EIG	Pure bolt attack hits the enemy
Boltfire	35	EIG	Bolt and fire attack hits the enemy
Boltwater	35	EIG	Bolt and water attack hits the enemy
Boltwind	35	EIG	Bolt and wind attack hits the enemy



FAR EAST OF EDEN
TENGAI
MAKYOU